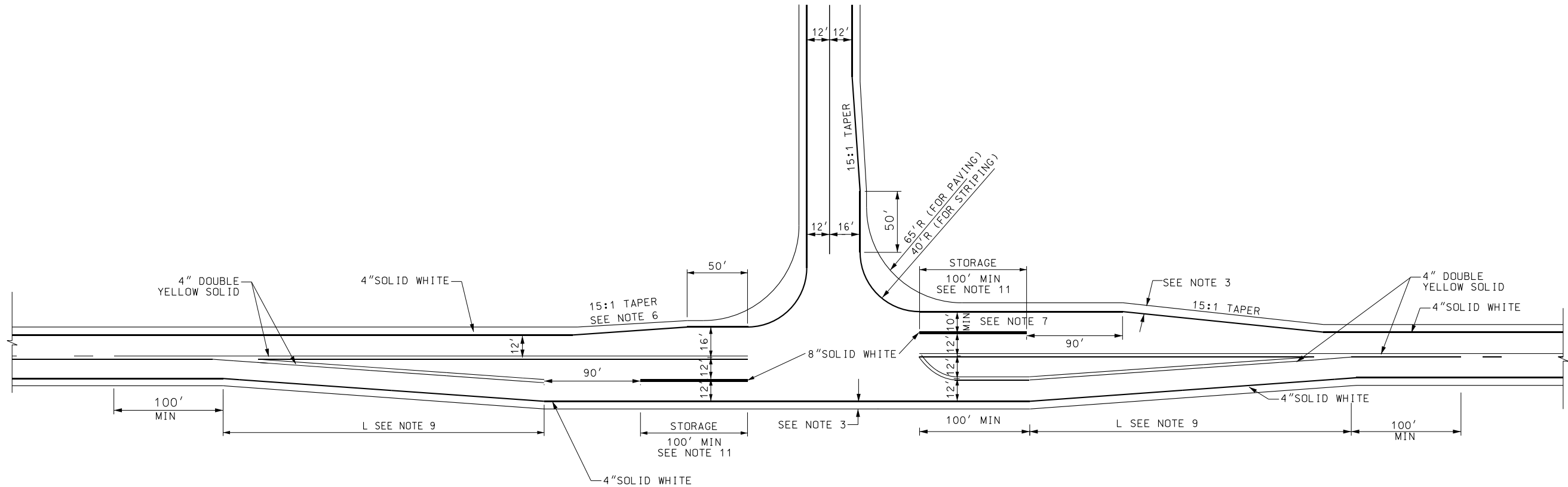


18-DEC-2007 DGN File: L:\Standard Drawings\Imperial\2008\Approved\Design (DD)\DD14B.dgn



NOTES:

1. USE CURRENT EDITION OF THE AASHTO A POLICY ON GEOMETRIC DESIGN OF HIGHWAYS AND STREETS FOR DESIGN OF ROADWAY ELEMENTS NOT SHOWN ON THIS STD DWG.
2. USE CURRENT EDITION OF THE AASHTO ROADSIDE DESIGN GUIDE FOR CLEAR ZONE REQUIREMENTS NOT SHOWN ON THIS STD DWG.
3. USE 4 FEET MINIMUM SHOULDER FOR RIGHT TURN DECELERATION LANE TAPER AND RIGHT TURN STORAGE LANE. MATCH EXISTING WIDTH OF SHOULDER, WITH A 4 FEET MINIMUM, AT ALL OTHER SHOULDER LOCATIONS.
4. STANDARDS SHOWN ARE RECOMMENDED VALUES. EXCEED STANDARDS IF CONDITIONS PERMIT.
5. USE STD DWG DD 14A FOR RIGHT TURN AND/OR LEFT TURN ACCELERATION LANES IF REQUIRED.
6. USE A 16 FEET MINIMUM ACCEPTANCE LANE FOR 50 FEET WITH A 15:1 TAPER WHEN RIGHT TURN ACCELERATION LANE IS NOT USED.
7. 12' LANE WIDTH DESIRABLE
10' MINIMUM LOW VOLUME.
8. SEE STD DWG ST 5 FOR INFORMATION ON STRIPING DETAILS.
9. FOR POSTED SPEED ≤ 40 MPH $L = \frac{WS^2}{60}$
L = TAPER LENGTH IN FEET
W = WIDTH OF OFFSET IN FEET
S = SPEED IN MPH
10. PROVIDE A TWO WAY LEFT TURN LANE CONNECTING ADJACENT ACCESS POINTS WHEN THEIR TAPERS OVERLAP, OR AS REQUIRED BY THE REGION TRAFFIC ENGINEER.
11. INCREASE VEHICLE STORAGE LENGTH AS DETERMINED BY ENGINEERING STUDY OR REGION TRAFFIC ENGINEER.
12. FOR LENGTH "D" SEE TABLE II ON STD DWG DD 3.

TABLE I				
MINIMUM LEVELS FOR INSTALLATION OF TURN AND ACCELERATION LANES ON TWO LANE ROADS				
SPEED	LEFT TURN LANE	RIGHT TURN LANE	RIGHT TURN ACCELERATION LANE	LEFT TURN ACCELERATION LANE
40 MPH AND LESS	25 VPH	50 VPH	*OPTIONAL	*OPTIONAL

VPH= VEHICLES PER HOUR IN ANY ONE HOUR PERIOD IN PASSENGER CAR EQUIVALENTS.
* SEE NOTE 5.

UTAH DEPARTMENT OF TRANSPORTATION
STANDARD DRAWINGS FOR ROAD AND BRIDGE CONSTRUCTION

TYPICAL
2 LANE ROAD
"TEE" INTERSECTION
(LOW SPEED)

STD DWG
DD 14B

RECOMMENDED FOR APPROVAL
SALT LAKE COUNTY
CHAIRMAN STANDARDS COMMITTEE
APPROVED
DEPUTY DIRECTOR

JAN.01.2008
DATE
JAN.01.2008
DATE

REVISIONS

REMARKS

STANDARD DRAWING TITLE